

**AMENDMENTS TO THE CLAIMS**

1. (currently amended) A method of controlling a character and its shadow projection in a virtual space comprising the steps of:

generating a first character in a virtual space;

generating a shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes a shadow projection of said first character produced by said virtual light source; and

controlling the shadow character independently of the first character and the virtual light source while maintaining said shadow character in shadow contact with said first character.

2. (previously presented) The method according to claim 1, further comprising the step of:

controlling at least one of a shape and a motion of the shadow character independently of at least one of a shape and a motion of the first character.

3. (previously presented) The method according to claim 1, further comprising the step of:

when a first acquired item is added to the first character, adding a shadow acquired item having a shape similar to the shape of the first acquired item and being different from the first acquired item, to the shadow character.

4. (previously presented) The method according to claim 3, further comprising the step of:

changing the shape of the shadow character with the addition of the shadow acquired item.

5. (previously presented) The method according to claim 3, further comprising the step of:

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when the shape of the first character obtained by adding the first acquired item to the first character is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

6. (previously presented) The method according to claim 1, further comprising the step of:

changing a parameter related to the shadow character depending on a parameter related to the first character.

7. (previously presented) The method according to claim 1, further comprising the step of:

generating said shadow character depending on a circumferential environment condition of the first character.

8. (previously presented) The method according to claim 1, further comprising the step of:

generating the shadow character at a predetermined timing.

9. (previously presented) The method according to claim 1, further comprising the step of:

generating the shadow character depending on a predetermined definitive instruction.

10. (previously presented) The method according to claim 1, further comprising the step of:

controlling at least one of a shape and a motion of the shadow character depending on a predetermined definitive instruction or an indirect instruction.

11. (previously presented) The method according to claim 1, further comprising the step of:

generating a predetermined message with generation of the shadow character.

12. (currently amended) The ~~object control~~-method according to claim 1, further comprising the step of:

having the shadow character move independently of an instruction to move the first character.

13. (previously presented) The method according to claim 1, further comprising the step of:

generating the first and shadow characters as personalized virtual characters in a three-dimensional virtual space.

14. (currently amended) A recording medium on which a character control process program to be executed by a computer is recorded, wherein the character control process program comprising the steps of:

generating a first character in a virtual space;

generating a shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes a shadow projection of said first character produced by said virtual light source; and

controlling the shadow character independently of the first character and the virtual light source while maintaining said shadow character in shadow contact with said first character.

15. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

controlling at least one of a shape and a motion of the shadow character independently of at least one of a shape and a motion of the first character.

16. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

when a first acquired item is added to the first character, adding a shadow acquired item having a shape similar to the shape of the first acquired item and being different from the first acquired item, to the shadow character.

17. (previously presented) The recording medium according to claim 16, the program further comprising the step of:

changing the shape of the shadow character with the addition of the shadow acquired item.

18. (previously presented) The recording medium according to claim 16, the program further comprising the step of:

when the shape of the first character obtained by adding the first acquired item to the first character is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

19. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

changing a parameter related to the shadow character depending on a parameter related to the first character.

20. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

generating said shadow character depending on a circumferential environment condition of the first character.

21. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

generating the shadow character at a predetermined timing.

22. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

generating the shadow character depending on a predetermined definitive instruction.

23. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

controlling at least one of a shape and a motion of the shadow character depending on a predetermined definitive instruction or an indirect instruction.

24. (currently amended) The recording medium according to claim 14, the program further comprising the step of:

generating a predetermined message with generation of the shadow character.

25. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

having the shadow character move independently of an instruction to move the first character.

26. (previously presented) The recording medium according to claim 14, the program further comprising the step of:

generating the first and shadow characters as personalized virtual characters in a three-dimensional virtual space.

27. (currently amended) A program execution device for executing a character control process program, the character control process program comprising the steps of:

generating a first character in a virtual space;

generating a shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes a shadow projection of said first character produced by said virtual light source; and

controlling the shadow character independently of the first character and the virtual light source while maintaining said shadow character in shadow contact with said first character.

28. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

controlling at least one of a shape and a motion of the shadow character independently of at least one of a shape and a motion of the first character.

29. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

when a first acquired item is added to the first character, adding a shadow acquired item having a shape similar to the shape of the first acquired item and being different from the first acquired item, to the shadow character.

30. (previously presented) The program execution device according to claim 29, the program further comprising the step of:

changing the shape of the shadow character with the addition of the shadow acquired item.

31. (previously presented) The program execution device according to claim 29, the program further comprising the step of:

when the shape of the first character obtained by adding the first acquired item to the first character is similar to or equal to a predetermined shape, turning on a predetermined flag to set an event occurring when the flag is turned on.

32. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

changing a parameter related to the shadow character depending on a parameter related to the first character.

33. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

generating said shadow character depending on a circumferential environment condition of the first character.

34. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

generating the shadow character at a predetermined timing.

35. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

generating the shadow character depending on a predetermined definitive instruction.

36. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

controlling at least one of a shape and a motion of the shadow character depending on a predetermined definitive instruction or an indirect instruction.

37. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

generating a predetermined message with generation of the shadow character.

38. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

having the shadow character move independently of an instruction to move the first character.

39. (previously presented) The program execution device according to claim 27, the program further comprising the step of:

generating the first and shadow characters as personalized virtual characters in a three-dimensional virtual space.

40. (currently amended) A character control process program stored within a tangible medium and to be executed by a computer, comprising the steps of:

generating a first character in a virtual space;

generating a shadow character from said first character in said virtual space with respect to a virtual light source and to said first character such that said shadow character symbolizes a shadow projection of said first character produced by said virtual light source; and

controlling the shadow character independently of the first character and the virtual light source while maintaining said shadow character in shadow contact with said first character.

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